

ABSTRACT OF THE DISCLOSURE

A game service system for transmitting and receiving a broadcast signal and for reproducing image and audio signals, includes: a game service transmitting device and a game service receiving device. This game service transmitting device may include a multiplexer for converting images and audio information, a game program and game-related information into a transport stream. The transmitting device may further include a transmitting unit for channel-coding the transport stream to modulate it, amplify it and transmit it. The game service receiving device may include a tuning unit for receiving image and audio information, a game program ordered by a user and game-related information. The receiving device is capable of selecting either the image and audio information corresponding to a broadcast channel desired by the user, or the game program ordered by the user. The receiving device may also include a common game interface module for demodulating a selected game program and the game-related information, correcting its error, downloading the game program, and processing the game-related information. Not only may the user view TV programs broadcast from a broadcasting station, but also the user may order a desired game and accordingly receive a game program from the broadcasting station and execute the received game program. In addition, since the game program can be transmitted through the broadcasting media, a plurality of users can receive a desired game program.